

Partmole Warhound

Beast / Dhees Empire

No.114

Allied creatures on adjacent fields gain +1 Magic Protection.
Return.

Partmole Axethrower

3/3

2

2

Lizard / Dhees Empire

No.115

Quickness.

Shrine of Mourning

Base / Cult of Mourning No.117

Magic Attack.
 If there are no enemy Fire creatures on the board, subtract 1 from the Attack of all adjacent enemies.

If an allied Cult of Mourning creature would add to its Attack *half the time*, it now always adds to its Attack.

Flame Lizard Commander

4

♥ 4

3

Lizard / Dhees Empire

No. 119

Quickness.
Gain 1 mana each time you summon an allied Lizard creature.
All other allied Lizard creatures subtract 1 from their Activation Cost.

Parmetric Deathspeaker

4 3

♥ 4

♣ 2

Demon / Church of Parmus

Magic Attack:
When Parmetric Deathspeaker is summoned, the allied creature directly in front of her gains 2 HP.
Return.

Noram Zealot

4 2

♥ 3

♣ 1

Missionary / Church of Parmus

You steal the exit mana of enemy Water creatures.
Subtract 1 from the Attack of adjacent enemies for each allied Earth Missionary creature.
Subtract 2 from the Summoning Cost of allied Earth Missionary creatures (minimum 1).

Flame Archmage

5 4

♥ 3

♣ 2

Human / Church of Parmus

Flame Archmage's Magic Attack targets all enemies of the same race as the target.
Subtract 1 from the Summoning Cost of other allied Church of Parmus creatures (minimum 1).

Flameheart

5 3

♥ 4

♣ 0

Beast / Dhees Empire

Any Earth field within the 2 fields in front of Flameheart is also treated as a Fire field.
Other allied creatures gain +2 Magic Protection.
Subtract 1 from the Summoning Cost of other allied Fire creatures (minimum 1).

Fire Witch Freedonia

5 4

♥ 5

♣ 2+

Hero / None

Fire Witch Freedonia's Magic Attack targets all enemies of the same element as the target.
When Freedonia attacks a Biolith creature, add your current mana to her Attack.
While Fire Witch Freedonia is on a field, adjacent allied creatures have Return.

Shaman Zolda

5 4

♥ 3

♣ 2

Betrayer / Dhees Empire

Magic Attack:
During your opponent's Resolution Phase, choose another creature with Summoning Cost less than or equal to the number of Lizard creatures in your graveyard. Return that creature to its owner's hand.

General Lug

6 5

♥ 4

♣ 3

Warlord / Dhees Empire

General Lug's Magic Attack targets all enemies on and adjacent to the target Fire field.
• While General Lug is on the board, creatures with Invisibility can be attacked as though they didn't have that ability.
• Fire Invocation.
• Subtract 1 from the Summoning Cost of other allied Fire creatures (minimum 1).

Cloudbunner Marauder

1 1

♥ 2

♣ 1

Merfolk / Siam Pirates

While an allied Siam, Traitor of the Seas is on the board, if Cloudbunner Marauder is destroyed, steal 1 mana from your opponent.

Queen's Courier

1 1

2

0

Elemental / Tritonian Queendom

illus. Nakagawa

No.128

When Queen's Courier is summoned, draw 2 cards, then discard 2 cards.

Frost Guards

2 1

3

1

Elemental / Tritonian Queendom

illus. Masaki Okamoto

No.129

Frost Guards gain Perfect Dodge when attacked by Fire creatures.

Venoan Spy

2 2

2

1

Merfolk / Corsez Family

illus. Raita Kazama

No.130

Each time another allied creature is destroyed, draw a card.

Siam's Lookout

3 1

3

1

Merfolk / Siam Pirates

illus. Hisashi Murakami

No.131

Each time an allied creature is summoned, draw a card then shuffle a card from your hand into your library.

Aluhja Moving Citadel

3 1

3

1

Base / Church of Parmus

illus. RARE ENGINE

No.132

Magic Attack.
Each adjacent enemy gets -1 HP for each Protection it has.
Destroy Aluhja Moving Citadel if it is on a Fire field.

Ghost Ship

3 2

1

0

Weapon / Unknown

illus. Taro Yamazaki

No.133

Perfect Dodge.
Ghost Ship gains Possession of enemy creatures on Water fields within the 2 fields in front of it.

Shadow Diver

3 2

2

1

Human / Corsez Family

illus. Masaki Okamoto

No.134

Shadow Diver always attacks the back of his target.
Dodge attempt.

Ship's Surgeon

4 2

4

2

Merfolk / Siam Pirates

illus. Masaki Hirooka

No.135

Each time an allied Siam Pirates creature dodges an attack, steal 1 mana from your opponent.
Each time an allied Water creature is destroyed, you may search your library for a creature that is not Ultra Rare, reveal it and put it in your hand. Then, shuffle your library.

Okunada Moving Temple

4 2

3

1

Base / Okunada Monastery

illus. Hippo

No.136

Fortress.
While Okunada Moving Temple is on a non-Water field, adjacent allied creatures gain Perfect Dodge in your opponent's turn.
Destroy Okunada Moving Temple if it is on a Fire field.

Aluhja Zealot

4 ATK / 3 DEF

1 Heart / 2 Swords

Missionary / Church of Parmus

Illus. Raita Kazama No.137

Magic Attack.
 You steal the exit mana of enemy Fire creatures.
 Add 1 to the Summoning Cost of spells cast by your opponent for each allied Wood Missionary creature.

Subtract 2 from the Summoning Cost of allied Wood Missionary creatures
 (minimum 1).

[Red]	[Red]	[Red]	[Red]	[White]	[White]	[White]	[White]
[Red]	[Red]	[Red]	[Red]	[White]	[White]	[White]	[White]
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[Red]	[Red]	[Red]	[Red]	[White]	[White]	[White]	[White]

Aluhja Inquisitrix

Human / Church of Parmus

No. 139

Taro Yamazaki

Magic Attack.

Each time a creature is summoned to a Water field, you may search your library for any number of creatures with the same name as the summoned creature, reveal them and put them into your hand. Then shuffle your library.

All other allied Church of Parmus creatures gain 1 Dodge attempt.

Admiral Belta

Warlord / Tritonan Queendom

Warlord / Tritonan Queendom No.142

Admiral Belta's Magic Attack targets all enemies on and adjacent to the target Water field.

During your Resolution Phase, fieldquake all Fire fields.

Water Invocation.

Subtract 1 from the Summoning Cost of other allied Water creatures (minimum 1).

Masaki Hirooka

Far Land Sand Dog

2 1

♥ 2

♣ 1

Beast / Saint Val Devotee No.145

Far Land Sand Dog gains Decoy for the enemy directly in front of him.
(That enemy can only attack creatures with Decoy)

Dwarf Sniper

2 1

♥ 3

♣ 1

Dwarf / Blackhoods No.146

Enemies within the 2 fields in front of Dwarf Sniper cannot Dodge.
While an allied Blackhood Dwarf Vultra is on the board, Dwarf Sniper gains +1 Protection.

Battering Ram

3 3

♥ 3

♣ 1+

Weapon / Val na Vos No.147

When Battering Ram attacks a Base creature, it adds 3 to its Attack.
Adjacent allied creatures gain +1 Protection.

Novogus Bandwagon

3 2

♥ 2

♣ 0

Undead / Novogus Dynasty No.148

While there is an allied Undead creature adjacent to Novogus Bandwagon, all other allied Undead creatures gain Decoy for all enemies. (Those enemies can only attack creatures with Decoy)
Destroy Novogus Bandwagon if it is on a Wood field.

Novogus Warrior

3 2

♥ 2

♣ 2

Undead / Novogus Dynasty No.149

Resurrection.

Verzar Golem

3 3

♥ 3

♣ 0+

Elemental / Val na Vos No.150

Verzar Golem adds 1 to its Attack for each empty field.

Dwarf Battlebuggy

3 2

♥ 3

♣ 1+

Dwarf / Hammer Valley No.151

When Dwarf Battlebuggy attacks a non-adjacent enemy, it adds 1 to its Attack.
While there is an allied Dwarf creature adjacent to Dwarf Battlebuggy, Dwarf Battlebuggy gains Decoy for all enemies. (Those enemies can only attack creatures with Decoy)

Dwarf Warbanner

4 2

♥ 4

♣ 0

Dwarf / Hammer Valley No.152

All Dwarf creatures subtract 1 from their Attack and gain +1 Protection for each Dwarf creature on the board.

Dwarf Battle Forge

4 3

♥ 5

♣ 0

Base / Hammer Valley No.153

Any Fire fields adjacent to Dwarf Battle Forge are also treated as Earth fields.
All allied Dwarf creatures add 1 to their Attack.
Destroy Dwarf Battle Forge if it is on a Wood field.

Novogus Sinbearer

5 3

1 0

Undead / Novogus Dynasty CSE No.155

While Novogus Sinbearer is on an Earth field, each time another allied creature is destroyed, you gain 1 mana for each Undead creature in your graveyard.

While Novogus Sinbearer is on a non-Earth field, all other allied creatures gain +1 Protection.

Destroy Novogus Sinbearer if it is on a Wood field.

Betrayer / Novogus Dynasty **C-SEE** **No.157**

While Vamas, Tomb Sentinel is on a non-Earth field, it must use its secondary attack.

Vamas adds 1 to its Attack for each Undead creature in your graveyard.

Each time an enemy creature is destroyed, choose 1 Earth creature that is not an Ultra Rare from your graveyard and return it to your hand.

Marshal Akhum

Warlord / Novogus Dynasty No.158

Marshal Akhum's *Magic Attack* targets all enemies on and adjacent to the target Earth field.

If your opponent forces you to discard one or more cards, they must discard instead of you.

Earth Invocation. • Subtract 1 from the Summoning Cost of other allied Earth creatures (minimum 1).

Card Stats: 6/3, 1 heart, 7, 1.

Card Effects: Earth Invocation. • Subtract 1 from the Summoning Cost of other allied Earth creatures (minimum 1).

White Tree Haunt

2 1

1

0

Titan / Northern Forces

No. 161

Perfect Dodge.

Enemy creatures that are destroyed adjacent to White Tree Haunt do not generate exit mana.

Destroy White Tree Haunt if it is on a non-Wood field.

Leapfrog Boss

2 1

1 1

Anthromorph / Green Bandits No.162

If Leapfrog Boss is destroyed, your opponent loses 1 mana for each Wood field.

Elven Plaguedancer

2 2

2 1

Elf / Black Forest No.163

Magic Attack:
If Elven Plaguedancer attacks (but does not destroy) a creature, that creature is rotated 180° and cannot counterattack.
While Elven Plaguedancer is on a Wood field, add 1 to the Activation Cost of adjacent enemy creatures.

Goblin Basher

3 2

3 1

Goblin / Green Bandits No.164

Goblin Bomber

3 2

3 2

Goblin / Green Bandits No.165

Darksword Samurai

4 3

4 1

Human / Nagirashu No.166

Darksword Samurai's Attack is equal to 1 plus the number of other creatures on the board.
Subtract 2 from the Attack of adjacent allied creatures.

Goblin Fort

4 3

6 1

Base / Green Bandits No.167

Fortress.
Each time an allied Green Bandits creature is summoned, switch the printed HP and Attack of that creature.
Allied Green Bandits creatures gain a Dodge attempt if their remaining HP is 1.
Destroy Goblin Fort if it is on an Earth field.

Reaper's Golem

4 3

3 1

Elemental / Til Vorg Monarchy No.168

Any Water field within the 2 fields in front of Reaper's Golem is also treated as a Wood field. • During your opponent's turn, each time an allied creature is destroyed, choose a creature from your graveyard with 3 or less Summoning Cost that is not Ultra Rare, and shuffle it into your library. • All allied Elf creatures on adjacent Wood fields gain Invisibility.

Tolicore Zealot

4 3

3 2

Missionary / Church of Parmus No.169

You steal the exit mana of all enemy Earth creatures.
During your Resolution Phase, your opponent must discard a card for each allied Fire Missionary creature on the board.
Subtract 2 from the Summoning Cost of allied Fire Missionary creatures (minimum 1).

Alchemist's Lab

5 3

4 2

Base / Black Forest No.170

Magic Attack: • While Alchemist's Lab is on a non-Wood field, each time your opponent summons a creature to an adjacent field, they put the top card of their library into their graveyard. • Allied Elf creatures cannot be targeted by spells.
• Destroy Alchemist's Lab if it is on an Earth field.

Elf / Black Forest No.171

Elven Night Rider

5 4

4

2+

Elven Night Rider's Attack is equal to 2 plus the number of other Elf creatures on the board.

While Elven Night Rider is on a non-Wood field, each time an allied Elf creature is destroyed, Elven Night Rider gains 1 HP.

Enemies within the 2 fields in front of Elven Night Rider cannot Dodge.

Warlord / Til Vorg Monarchy No.174

Lord Hu

6 4

4

2

Lord Hu's Magic Attack targets all enemies on and adjacent to the target Wood field.

Each time an enemy is destroyed, you gain 1 mana.

Wood Invocation.

Subtract 1 from the Summoning Cost of other allied Wood creatures (minimum 1).

Hero / Til Vorg Monarchy No.172

Prince Lusirion

5 3

5

2

Each time an Elf creature is summoned, you may choose a Wood creature from your graveyard that is not Ultra Rare and return it to your hand.

Each time an enemy is summoned to an adjacent field, your opponent discards a card.

All other non-Elf creatures add 2 to their Activation Cost.

Betrayer / Green Bandits No.173

Preacher Noova

5 4

4

3

Magic Attack.

Each time a Green Bandits creature is summoned to an adjacent field, your opponent puts the top card of their library into their graveyard.

Each time a non-Wood enemy is destroyed, choose a Green Bandits creature from your graveyard that is not Ultra Rare and return it to your hand.

Warlord / Til Vorg Monarchy No.174

Lord Hu

6 4

4

2

Lord Hu's Magic Attack targets all enemies on and adjacent to the target Wood field.

Each time an enemy is destroyed, you gain 1 mana.

Wood Invocation.

Subtract 1 from the Summoning Cost of other allied Wood creatures (minimum 1).

Base / Biolith Castle No.175

Athenix Citadel

3 2

4

1

Magic Attack.

All other allied creatures of the same element as the field where Athenix Citadel is located gain +1 Magic Protection.

Mech / Biolith Castle No.176

Flailmonger

3 2

4

1

Add 2 to the Summoning Cost of any enemy summoned within the 2 fields in front of Flailmonger.

Mech / Biolith Castle No.177

Biolith Centurion

3 2

4

1

While Biolith Centurion is on a Biolith field, subtract 1 from the Activation Cost of adjacent allied creatures.

Weapon / Biolith Castle No.178

Biolith War Chariot

4 4

4

2+

When Biolith War Chariot attacks a creature whose Summoning Cost is 4 or more, it adds 2 to its Attack.

Battle Master

Mech / Biolith Castle

No.182

Battle Master attacks the same target twice. The target's counterattack occurs after the second attack.

- When Battle Master is summoned, you may take a Scion, Biolith Lord from your library, reveal it to your opponent, and put it into your hand. Then shuffle your library.
- Enemies within the 2 fields to the front, back, left and right of Battle Master add 2 to their Activation Cost and cannot Dodge.

Absolver Sacrament

Ritual

0

2

No. 191

Sacrifice an allied creature. You gain mana equal to the sacrificed creature's Summoning Cost.

◆ Place this card on top of the target creature.

Elven Dismissal

Conjuration

1U

X is equal to 1 plus the Summoning Cost of the target creature. Choose a creature adjacent to an allied creature. Return the target creature to its owner's hand.

◆ Place this card on top of the target creature.

No. 194

Aluhjan Regeneration

4

Conjunction

No. 196

Choose a creature that is not Ultra Rare of the same element as the target allied creature from your graveyard, and summon it without paying Summoning Cost. The summoned creature cannot attack this turn. If this effect summons a creature, your turn ends.

◆ Place this card on top of the target creature.

1

Lament for Clare Wil

Conjunction

No.197

All enemies are dealt magic damage equal to the number of Dodge attempts they have.

◆ Offer this card to the Eye.

1

Mesmer's Envoy

Conjunction

No.198

Draw 3 cards, then shuffle 2 cards from your hand into your library.

◆ Offer this card to the Eye.

1

Ninja Fate Enhancer

Conjunction

No.199

Choose a creature on the board then reveal the top card of your library. If the card is the same race as the target creature, you may summon it without paying its Summoning Cost.

If summoned, the creature cannot attack this turn and your turn ends. If you do not summon it, put it into your graveyard.

◆ Place this card on top of the target creature. Then offer the top card of your library to the Eye.

1

Binding Shadows

Conjunction

No.200

Your opponent must discard a card.

◆ Offer this card to the Eye.

2

Aluhjan Fieldbond

Conjunction

No.201

Target creature has fieldmorph.

◆ Place this card on top of the target creature.

1

Aluhjan Spellshield

Conjunction

No.202

During this turn and your opponent's next turn, they cannot cast spells.

◆ Offer this card to the Eye.

0

Festival of Fire

Dominion

No.203

Discard 2 creatures (at least one must be a Fire creature).

During your opponent's next turn, add 3 to the Summoning Cost of creatures on non-Fire fields.

◆ Offer this card to the Eye, then offer the discarded creatures.

0

Festival of Water

Dominion

No.204

Discard 2 creatures (at least one must be a Water creature).

During your opponent's next turn, add 3 to the Summoning Cost of creatures on non-Water fields.

◆ Offer this card to the Eye, then offer the discarded creatures.

0

Festival of Earth

Dominion

No.205

Discard 2 creatures (at least one must be an Earth creature).

During your opponent's next turn, add 3 to the Summoning Cost of creatures on non-Earth fields.

◆ Offer this card to the Eye, then offer the discarded creatures.

